



## Furniture Store Employees—Struck-by or Against Injuries

Nearly 15% of serious injury claims filed in 2000-2004 by furniture store employees were from being struck-by or against objects.



These serious injuries are costly and affect your industrial insurance premiums. They contribute to the reason for the average base rate of \$.67 per hour per employee paid by furniture store employers in 2006. If your company has a higher than average number of injuries (claims), your “experience rating” could increase by as much as 25% in one year to \$.83 per hour per employee.

Stated in another way, if you had 5 full-time furniture store employees and had an average number of injuries (claims), you would pay about \$6,900 in premiums in 2006. If your experience rating increased by 25% because you had higher than average injuries, you would pay about \$1,600.00 more or \$8,500 in premiums in 2006.

### Causes of struck-by or against injuries

Furniture store employees are hurt by:

- Boxes and materials falling from above.
- Falling heavy objects such as furniture.
- Striking against counters, cabinets, pallets, and materials.
- Box cutters being used inappropriately.



Keep box cutters sheathed when not in use

### Ways to prevent struck-by or against injuries

To prevent struck-by injuries:

- Use good materials handling techniques by:
  - Stacking boxes, furniture, and other materials appropriately
  - Allowing safe clearances in aisles and walkways,
  - Avoid stacking or storing items to cause them to jut out or obstruct
  - Use proper lifting techniques and use assistance when moving heavy objects.
- Know your surroundings when walking;
  - Use caution on corners and when carrying items
  - Move slowly and carefully
- Use box cutter with caution by;
  - Keep them sheathed when not in use
  - Never cut toward you
  - Always know where the blade is located
- Consider PPE;
  - When moving heavy objects, use appropriate footwear
  - Consider using gloves when moving or stacking materials and cutting boxes